

Mob Programming

May 2016

Peter Kofler, 'Code Cop'
@codecopkofler
www.code-cop.org

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Peter Kofler

- Ph.D. (Appl. Math.)
- Professional Software Developer for 15+ years
- “fanatic about code quality”
- I help development teams



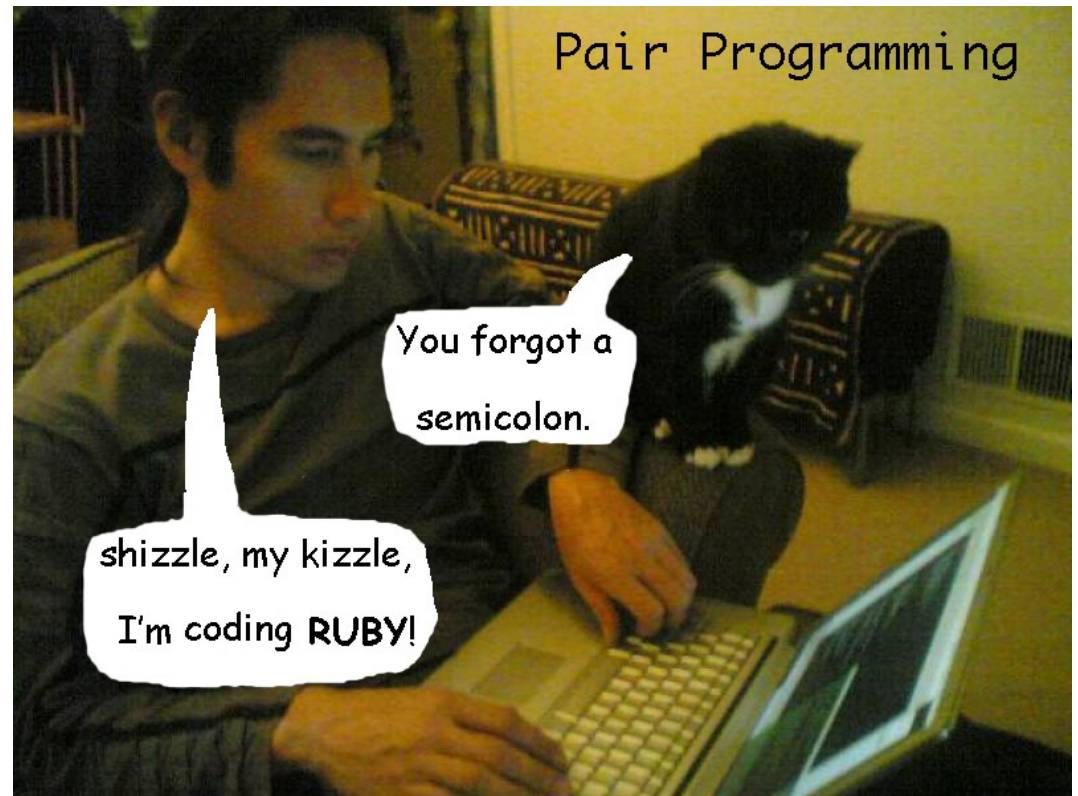
I help development teams with

- Professionalism
- Quality and Productivity
- Continuous Improvement



Mentoring

- Pair Programming
- Programming Workshops
- Deliberate Practice, e.g. Coding Dojos



Developing Quality Software Developers

Pair Programming

- **Two** programmers
- work **together**
- on the **same** thing
- at **one** workstation.

Pair programming is a **dialogue** between two people simultaneously programming (and analysing and designing and testing)

Mob Programming

- All the brilliant people
- working at the **same** time,
- in the **same** space,
- at the **same** computer,
- on the **same** thing.



Illustration © 2012 - Andrea Zuill

<http://mobprogramming.org/>

Enterprise CTO
not impressed by
mob programming.

“We often have hundreds
of developers working
on the same thing.”

(Hacker News Onion)

Mobbing Roles



Driver

- Writes code and “does not think”.
(intelligent input device)
- Only listens to navigator.
- Asks for help when lost.
- Participates in discussion when not typing.
- Rotates every 4 minutes.
(e.g. Coding – Commit – Rotate)

Navigator

- Formulates the ideas of the team.
- Tells the driver what to do.
- Does not tell short-cuts (unless asked).

The Team

- Focuses on the code.
- Does not zone out/use mobile phone etc.
- Proposes changes.
- Gives ideas.
- Asks questions.
- Might google for some API/details.

Facilitator

- Teams new to Mob Programming might need a dedicated facilitator with experience in team dynamics.
- Does not type or discuss.
- Cares for the rules.
- Mitigates emotional aspects of mobbing.

Students ...

★ must not listen to a music player in class.

★ must remember our teacher's name

★ must not play games in class.

★ should try to raise our hands in class.

★ should always sit in the front of the class.

mary

The Rules

3 Simple Rules

- Driver does not think.
- Navigator formulates the ideas of team and driver only listens to navigator.
- Start with 4 minute rotation.
(Volunteer will check the timer.)

Sandro Mancuso's “Fast Mob”

- Fastest driver.
(We do not want to lose time for rotating or learning short-cuts.)
- Driver is not rotating.
- Driver is the one who types fastest/knows IDE best.
- Driver uses his/her best known environment.
- Constantly move forward.
(If the mob does not decide,
the driver starts typing and moves
forward in any direction.)

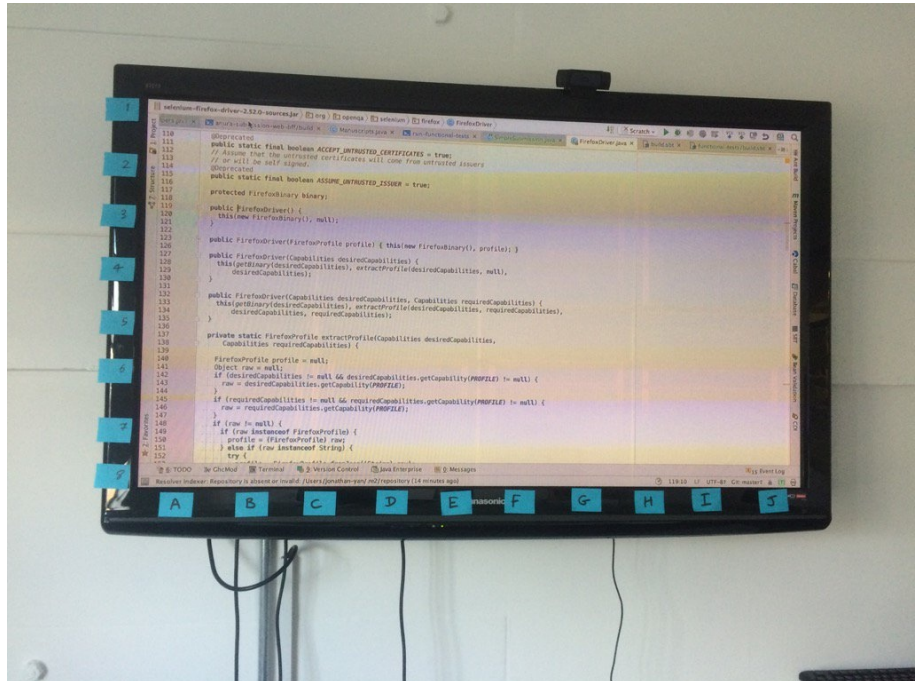
Mitigate Emotional Aspects

(for new/young team with strong opinions)

- Give preference
(i.e. allow other approaches and see what happens)
- Stick to a given idea for a few minutes before questioning it (again).
- Objections and other/different ideas are noted, but team moves on.
- Don't discuss (too much).
- Don't shout or interrupt.

Hints for working on the projector or large screen

- Colours (Contrast is different.)
- Font size (e.g. presentation mode)
- Line numbers
- Map references on the monitor →





Peter Kofler



@codecopkofler

www.code-cop.org

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